



MINI PROJECT
REPORT ON
“Elite Products”
SUBMITTED
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1 : INTRODUCTION

The Elite Products is the value or amount of materials or resource on hand. It includes raw material, work-in-process, finished goods & stores & spares.

Elite Products Control is the process by which Elite Products is measured and regulated according to predetermined norms such as economic lot size for order or production, safety stock, minimum level, maximum level, order level etc.

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ORGANIZATION PROFILE

Only the admin has access to the system via the login register activity. Further he/she can maintain records like product information, supplier information, stock, delete, updates etc.

The admin can add new products and there by update the stock. The admin can also view reports based about each and every activity.

Technologies:

1. ANDROID STUDIO:

What is Android?

- . Android is the name of the mobile operating system owned by American company, Google. It most commonly comes installed on a variety of smart phones and tablets.
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- Android is an open source and Linux-based Operating System for mobile devices such as smartphones and tablet computers. Android was developed by the Open Handset
- Alliance, led by Google, and other companies.
- Android has a Dalvik Virtual Machine.
- One of the most popular OS in world

2. JAVA:

Java is an Object Oriented Programming (OOP) structure that can be used to create complete applications that may run on a single computer or be distributed among servers and clients in a network. Java technology is used for developing both applets and applications.

3. XML:

- XML stands for extensible Markup Language.
- Extensible means that the language is a shell, or skeleton that can be extended by anyone who wants to create additional ways to use XML.
- Markup means that XML's primary task is to give definition to text and symbols.
- XML is a software- and hardware-independent tool for storing and transporting data.

4. GOOGLE FIREBASE:

The Firebase Realtime Database is a cloud-hosted database. Data is stored as JSON and synchronized in real-time to every connected client. When you build cross-platform apps with our iOS, Android, and JavaScript SDKs, all of your clients share one Realtime Database instance and automatically receive updates with the newest data.

Need For Database:

Every application has its own specification need uses for data. Android Studio application also required a database like Firebase as its database, to stored access data to integrate information. Firebase was released in August 9, 1959. It combines the best features of start application interface, a powerful relational database engine professional development features. H/W S/W REQUIREMENT

1.1 Existing System and Need for System

A) Existing System:

- In the existing system the details about the Elite Products like material details, customer details are maintained.
- Consumes more time and effort for updating Reports are not in attractive manner.
- Efficiency and accuracy cannot be expected.
- Quick and timely services are not provided.
- Slow processing speed Readymade data retrieval is difficult.

Limitations of Existing system :-

- It is not user friendly.
- In manual system it is difficult to access required information.
- It is time consuming

B) Need and Scope for the System:

Main aim of developing Earthmovers Excavator system is to provide an easy way to maintain the record safely and access the records any time.

This Application works in Multiple devices installed on multiple devices but sharing same database by which users of different department can use it sitting at different locations simultaneously.

But in future we can make the Application where the database will be hosted in order to manage the all departments which will be located in different places and by keeping domain of Application as Online.

Benefits:

- To improve the efficiency.
- Quickly find out information of workers details.
- To provide easy and faster access information.
- To provide user friendly environment.

REQUIREMENT ENGINEERING

- ✓ How the program saves data?
- ✓ How errors are detected and how the error messages are to be displayed?
- ✓ What happens when we try to overwrite the data?
- ✓ Is the software user-friendly?
- ✓ Is the software works correctly?
- ✓ Is the software saves valid data?

REQUIREMENT GATHERING

The most important part is to gather the correct information for developing “Elite Products”. We had done this process in three ways as.....

1. Questionnaires:

Questionnaires mean a set of questions that are given to the user for answering it. We had also formed out questionnaire and they filled it.

- ✦ How is your current way of storing data?
- ✦ How do you form the report?
- ✦ What do you expect from our system?
- ✦ Give your format of dairy day to day Performance.

2. On site observation:-

On site observation means observing the format of how the records are saved, how the performance process is performed, transaction process.

3. Requirement gathering:-

We have done the detailed investigation about the proposed System so initial system study covers problem definition, objective of the system. limitations and constraints and expected benefits of the new System as per the user requirements.

4. Feasibility Study:-

In the case of feasibility study of the proposed system. We Will Test the proposed system by considering its workability. Meeting user requirements effects use of resources, cost effective. We study operational, economical, and technical feasibility. Feasibility Study covers the scope of the system study and studying cost and Benefits of the system.

5. Going through manual document:-

Document such as registration, record and we took its data where it was required. Records are stored in papers and it was kept in files. So it is difficult to maintain.

1.2 Operating Environment –

Software requirements:-

✦ Operating System: Windows XP And Above

Communication interfaces.

✦ Android Application

Hardware interfaces:-

✦ Memory minimum of 4 GB RAM

✦ Hard disk of 4 GB

✦ Monitor

1.3 Detail Description of Technology Used:

1. JAVA:

- a) Java is an Object Oriented Programming (OOP) structure that can be used to create complete applications that may run on a single computer or be distributed among servers and clients in a network.
- b) Java technology is used for developing both applets and applications.

Main Features:

- Object Oriented
- Platform Independent
- Simple
- Secure
- Portable
- Robust
- Multithreaded

2. XML:

- XML stands for extensible Markup Language.
- Extensible means that the language is a shell, or skeleton that can be extended by anyone who wants to create additional ways to use XML.
- Markup means that XML's primary task is to give definition to text and symbols.
- XML is a software- and hardware-independent tool for storing and transporting data

3. GOOGLE FIREBASE:

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Features of Google Firebase:-

- Email & password, Google, Facebook, and Github authentication.
- Realtime data.
- Ready-made API.
- Built in security at the data node level.
- File storage backed by Google Cloud Storage.
- Static file hosting.
- Treat data as streams to build highly scalable applications.
- Don't worry about your infrastructure!

Need For Database:-

Every application has its own specification need uses for data. Android Studio application also required a database like Firebase as its database, to stored access data to integrate information. Firebase was released in August 9, 1959. It combines the best features of start application interface, a powerful relational database engine professional development features

Project Overview

- The main objective of the system is to reduce manual working, reduce manual errors, reduce time consumption by gathering and maintaining information regarding the system from the concerned employees.
- The system makes it much easier and effortless while data entry, data retrieval and report generation.
- The system gives fast and accurate results and it reduces the work as well as laborrur cost.
- It creates different reports to take decisions

2. Overall Description

Product perspective

This software is developed for user as well as for Admin. It is totally self contain and works efficiently. It provides simple database rather than complex ones for requirements and it provides good and easy graphical user interface to both new as well as experienced user of the computer.

4. User Characteristics:

End Users:

- No specific knowledge or skills are required from the end user.
- End user should have basic idea about computer

Operations and database Administrator:

- Administrator must be having good knowledge of database management system.
- Administrator must be capable to manage user rights.
- If the network connection does not work properly then our system should not work as intended.
- This system will not take care of any virus problem, which might occur system. Avoiding the use of pirated software and ensuring that floppies and other removable media are scanned for viruses before use could minimize the possibility of viral infection.
- Recovery of data after a system crash will be possible only if backups are taken at regular intervals.
- Manual interfaces cannot be fully avoided. Documented proofs like data entry of employees etc. will have to be verified by the concerned management staff before entering it into the computerized system.

Assumptions and Dependencies:-

Assumptions:

- The code should be free with compilation errors/syntax errors.
- The product must have an interface which is simple enough to understand

Dependencies:

- All necessary hardware and software are available for implementing and use of the tool.
- The proposed system would be designed, developed and implemented based on the software requirements specifications document.
- End users should have basic knowledge of computer.
- The system is not required to save generated reports.

Specific requirements:-

- **External interface requirements**

User interfaces:

The software provides good graphical interface for the front end which is easy to use.

Hardware interfaces:

- ❖ Memory minimum of 4 GB RAM
- ❖ Hard disk of 4 GB
- ❖ Monitor

Software requirements:

- ❖ Operating System: Windows XP And Above

Communication interfaces

- ❖ Android Application

Report:

This module helps to generate the administrative reports like the Home Information Report, User Registration Report.

Performance requirements:

- ✦ The overall system should be fast and error free.
- ✦ It should have built in error checking and correction facilities.
- ✦ The system should be able to handle large amount of data comfortably.

Design constraints:

- ✦ The system runs under Android Device.
- ✦ The application is developed on Android Studio platform.
- ✦ XML is a Front End and Java as backend and Google Firebase as database.

Reliability

In order to ensure reliability, this system is being designed using software that is established to be stable and easy to use.

Availability:

This system is designed to run 24/7 and be readily available to the user.

Security:

The access to the software is given only to valid operators. We need a specific Username and Password to get access to the software

2 : PROPOSED SYSTEM

2.1 Proposed System

The project Elite Products includes of various modules for storing their details into the system and the software has the facility to give a unique ID for every product and stores the details of every product and purchase sales details. It includes search facility to know the current status of each product and the details of a supplier. The system can be entered using a username and password. It is accessibly by an administrator. It deals with the collection of customer information and expense details. Another advantage of the system is that it is very easy to edit the details of the Elite Products and delete an Elite Products when it found unnecessary. Busing above data we will identify the exact entities and their relationship logical flow among each entities by drawing ERD and CFD. After creating DFD and ERD. We creates the database tables in MS-access .

2.2 Objectives of System

The main objective of the system is to reduce manual working, reduce manual errors, reduce time consumption by gathering and maintaining information regarding the system from the concerned employees. The system makes it much easier and effortless while data entry, data retrieval and report generation. The system gives fast and accurate results and it reduces the work as well as laborrur cost. It creates different reports to take decisions.

2.3 USER REQUIREMENTS

2.3.1 Functional Requirements

- In software engineering, a functional requirement defines a function of a software system or its component.
 - A function is described as a set of inputs, the behavior, and outputs
 - Functional requirements may be calculations, technical details, data manipulation and processing and other specific functionality that define what a system is supposed to accomplish. Behavioural requirements describing all the cases where the system uses the functional requirements are captured in use cases.
 - Functional requirements are supported by non-functional requirements (also known as quality requirements), which impose constraints on the design or implementation (such as performance requirements, security, or reliability).
 - Generally, functional requirements are expressed in the form "system must do <requirement>", while non-functional requirements are "system shall be <requirement>". The plan for implementing *functional* requirements is detailed in the system *design*. The plan for implementing *non-functional* requirements is detailed in the system *architecture*.
 - As defined in requirements engineering, functional requirements specify particular results of a system. This should be contrasted with non-functional requirements which specify overall characteristics such as cost and reliability. Functional requirements drive the application architecture of a system, while non-functional requirements drive the technical architecture of a system.
-

2.3.2 Non Functional Requirements

➤ Product Requirements

❖ Usability requirements

Usability is the ease of use and learns ability of a human-made object. The object of use can be a software application, website, book, tool, machine, process, or anything a human interacts with. A usability study may be conducted as a primary job function by a usability analyst or as a secondary job function by designers, technical writers, marketing personnel, and others. Usability includes methods of measuring usability, such as needs analysis and the study of the principles behind an object's perceived efficiency or elegance. In human-computer interaction and computer science, usability studies the elegance and clarity with which the interaction with a computer program or a web site (web usability) is designed. Usability differs from user satisfaction and user experience because usability also considers usefulness.

❖ Reliability requirements

Reliability deals with the study, evaluation, and life-cycle management of reliability: the ability of a system or component to perform its required functions under stated conditions for a specified period of time. Reliability engineering is a sub-discipline within systems engineering. Reliability is theoretically defined as the probability of failure, the frequency of failures, or in terms of availability, a probability derived from reliability and maintainability. Maintainability and maintenance may be defined as a part of reliability engineering. Reliability plays a key role in cost-effectiveness of systems.

❖ Portability requirements

Portability in high-level computer programming is the usability of the same software in different environments. The prerequisite for portability is the generalized abstraction between the application logic and system interfaces. When software with the same functionality is produced for several computing platforms, portability is the key issue for development cost reduction.

❖ Efficiency requirements

Resource consumption for given load describes efficiency of product and web site.

❖ Performance requirements

Performance metrics include availability, response time, channel capacity, latency, completion time, service time, bandwidth, throughput, relative efficiency, scalability, performance per watt, compression ratio, instruction path length and speed up.

- Short response time for a given piece of work
- High throughput (rate of processing work)
- Low utilization of computing resource(s)
- High availability of the computing system or application
- Fast (or highly compact) data compression and decompression
- High bandwidth / short data transmission time

➤ Organizational Requirements

❖ Delivery requirements

Delivery requirements include details of delivery of product on time and as per client requirements. The products should be delivered on prescribed standard.

❖ Implementation requirements

Implementation is the realization of an application, or execution of a plan, idea, model, design, specification, standard, algorithm, or policy.

an implementation is a realization of a technical specification or algorithm as a program, software component, or other computer system through programming and deployment. Many implementations may exist for a given specification or standard. For example, web browsers contain implementations of World Wide Web Consortium-

recommended specifications, and software development tools contain implementations of programming languages.

❖ **Standard requirements**

The project should be developed as per standard format specified by IEEE.

Typical platforms include a computer architecture, operating system, programming languages and related user interface. The product should be developed as per client's standard requirements.

➤ **External Requirements**

❖ **Interoperability requirements**

Interoperability is a property of a product or system, whose interfaces are completely understood, to work with other products or systems, present or future, without any restricted access or implementation.

The IEEE Glossary defines interoperability as:

the ability of two or more systems or components to exchange information and to use the information that has been exchanged

❖ **Legislative requirements**

In the proprietary software industry, an end-user license agreement or software license agreement is the contract between the licensor and purchaser, establishing the purchaser's right to use the software. The license may define ways under which the copy can be used. Software companies often make special agreements with large businesses and government entities that include support contracts and specially drafted warranties.

❖ **Privacy requirements**

The term "privacy" means many things in different contexts. Different people, cultures, and nations have a wide variety of expectations about how much privacy a person is entitled to or what constitutes an invasion of privacy. Privacy is the ability of an individual or group to seclude themselves or information about themselves and thereby reveal

themselves selectively. The boundaries and content of what is considered private differ among cultures and individuals, but share basic common themes. Privacy is sometimes related to anonymity, the wish to remain unnoticed or unidentified in the public realm.

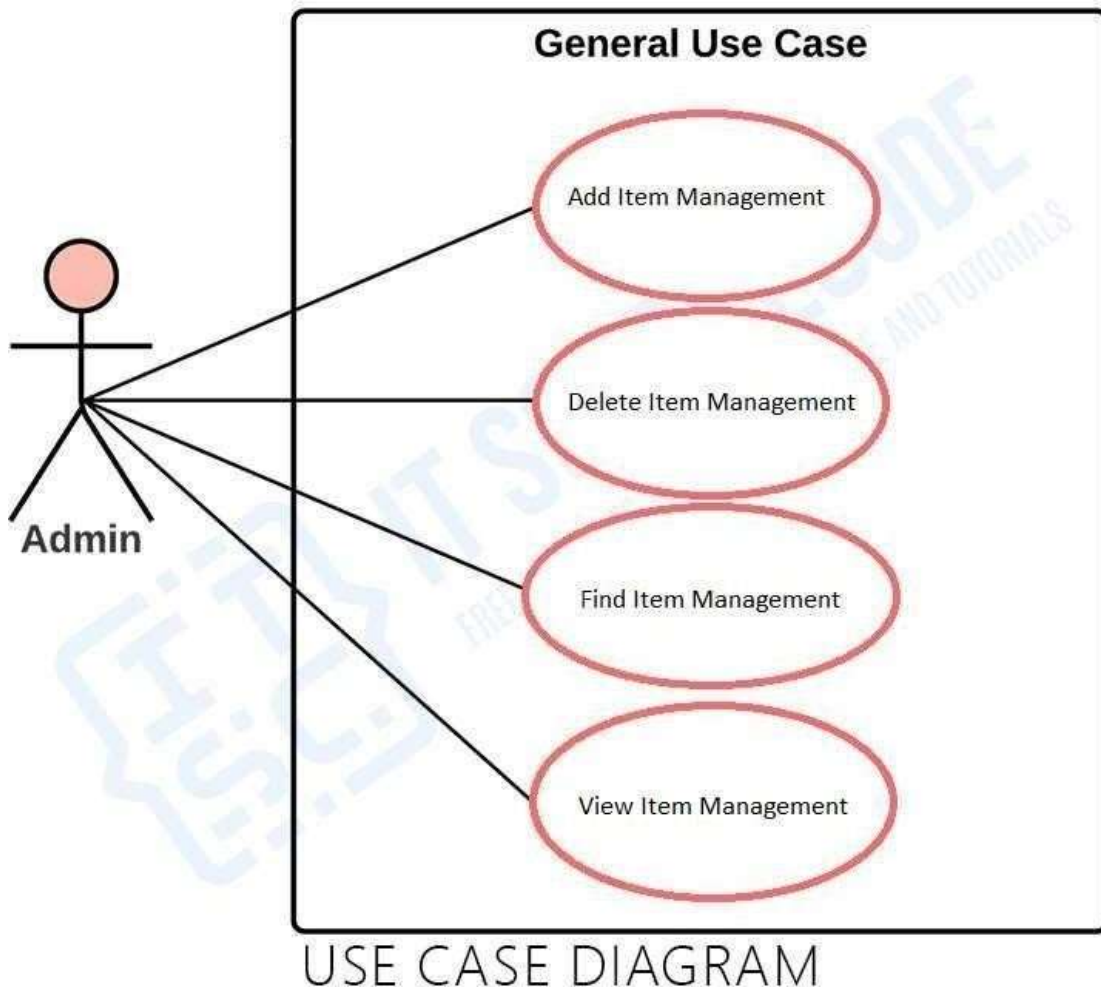
Privacy is the ability of an individual or group to seclude themselves or information about themselves and thereby reveal themselves selectively. The boundaries and content of what is considered private differ among cultures and individuals, but share basic common themes. Privacy is sometimes related to anonymity, the wish to remain unnoticed or unidentified in the public realm.

❖ **Safety requirements**

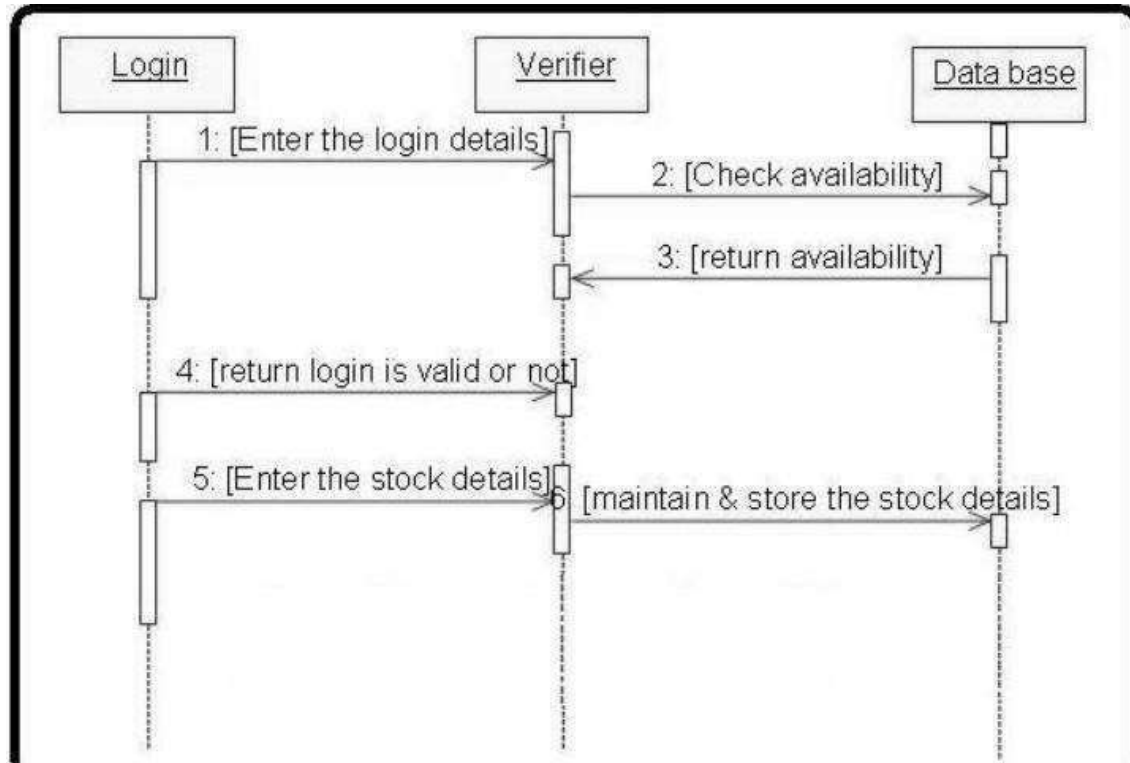
Safety can also be defined to be the control of recognized hazards to achieve an acceptable level of risk. **Safety** is the state of being "safe", the condition of being protected against physical, social, spiritual, financial, political, emotional, occupational, psychological, educational or other types or consequences of failure, damage, error, accidents, harm or any other event which could be considered non- desirable.

3 : ANALYSIS & DESIGN

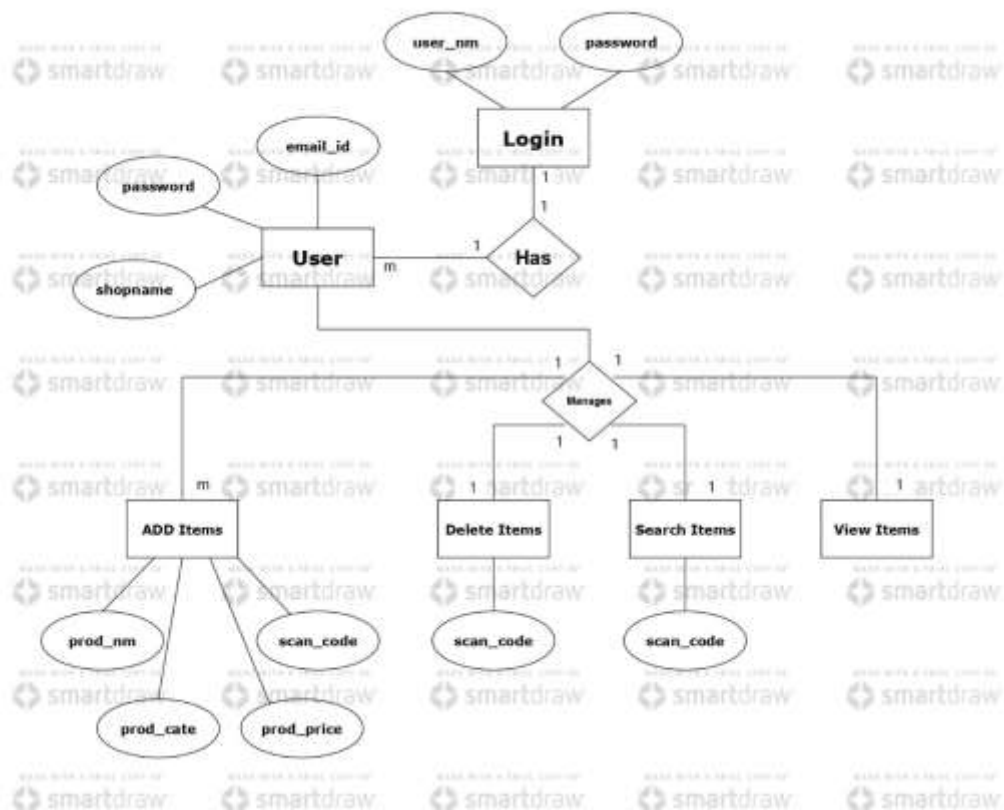
3.1 Use Case Diagram for Admin



3.2 Sequence Diagram for Admin



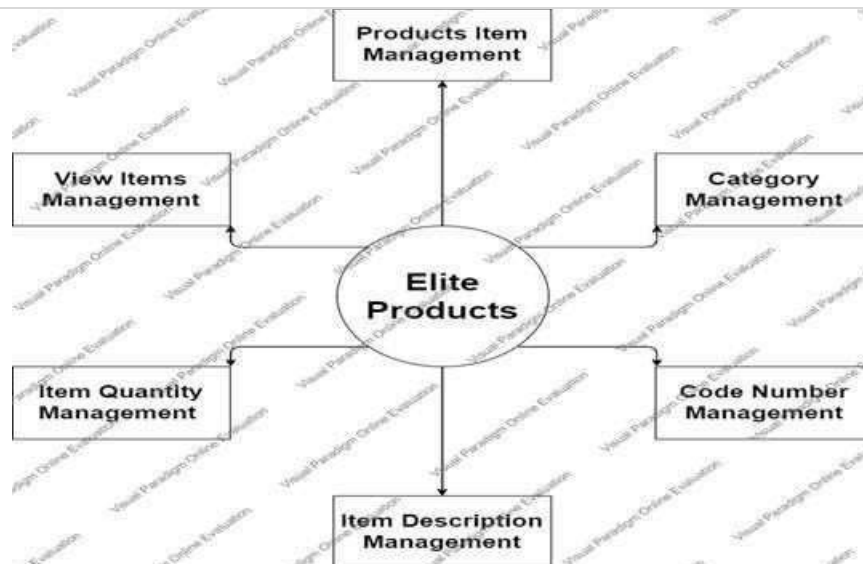
Entity Relationship Diagram



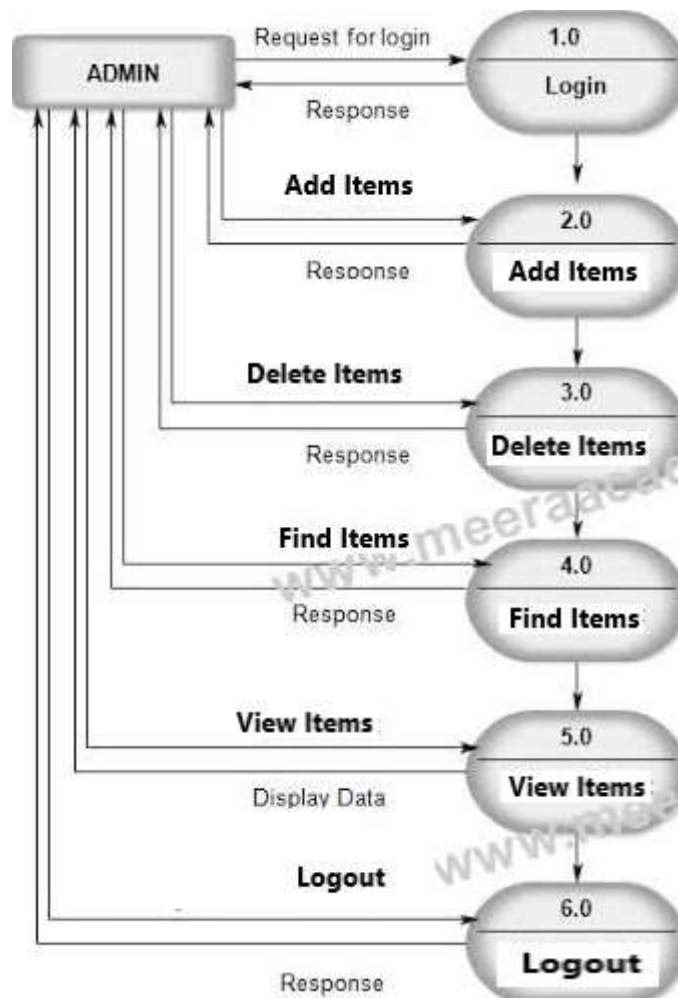
Data Flow Diagram :-



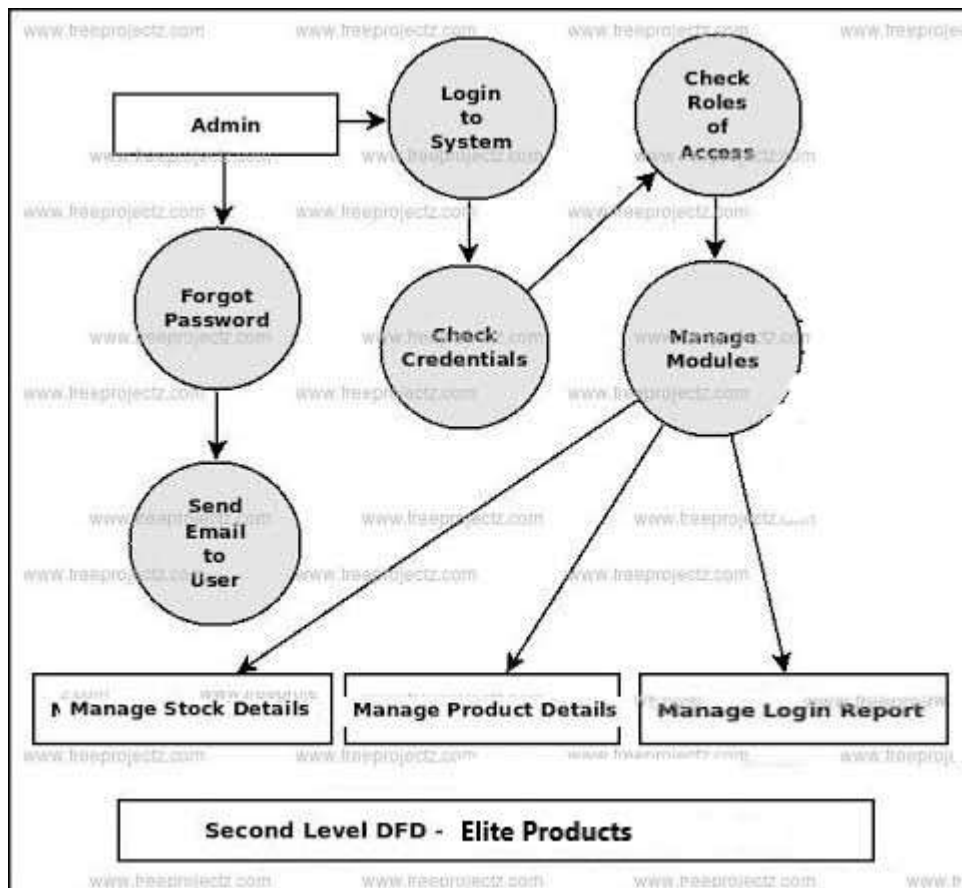
1st Level DFD :-



2nd Level DFD :-



3rd Level DFD :-



Input Design

3.3 User Interface Design (Screens etc.)

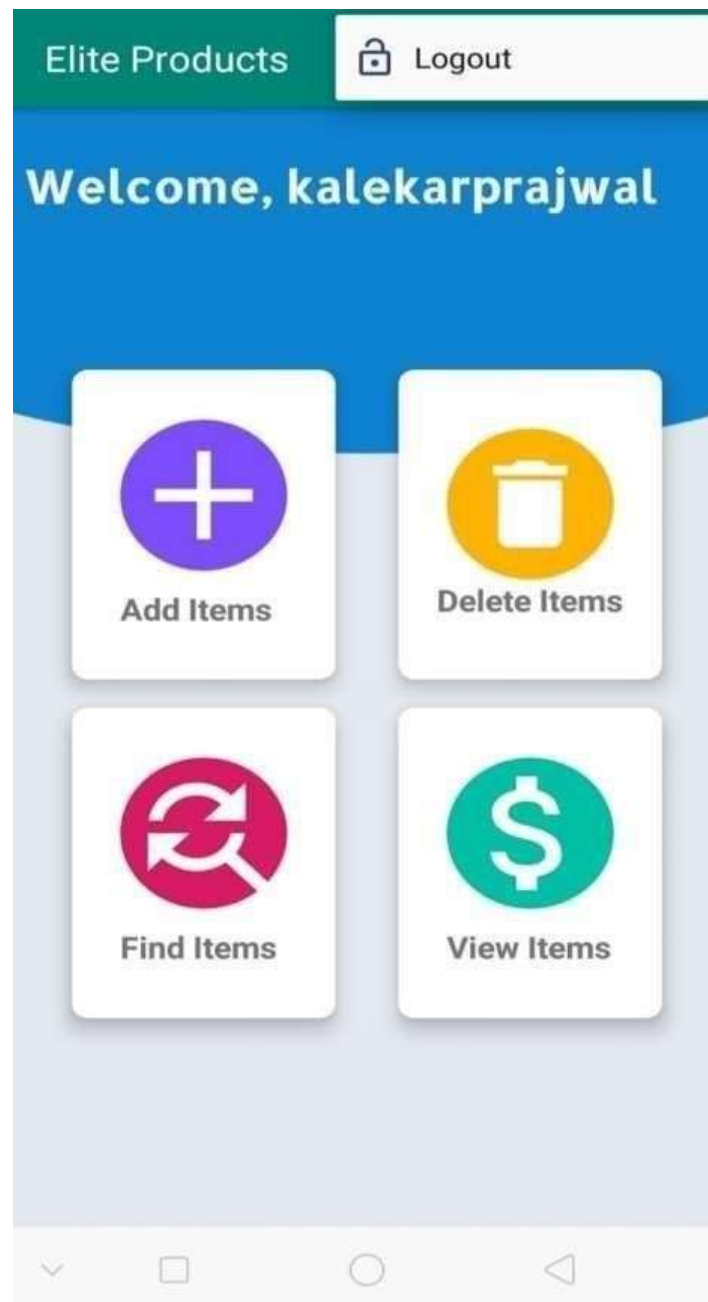
Home Page:











Elite Products

Product Details

Product

Enter Product Name

Category

Enter Category

Price

Enter Price

Number

Bar/QR Code Number

Scan Bar/QR Code

Add Item

Elite Products

Delete Items

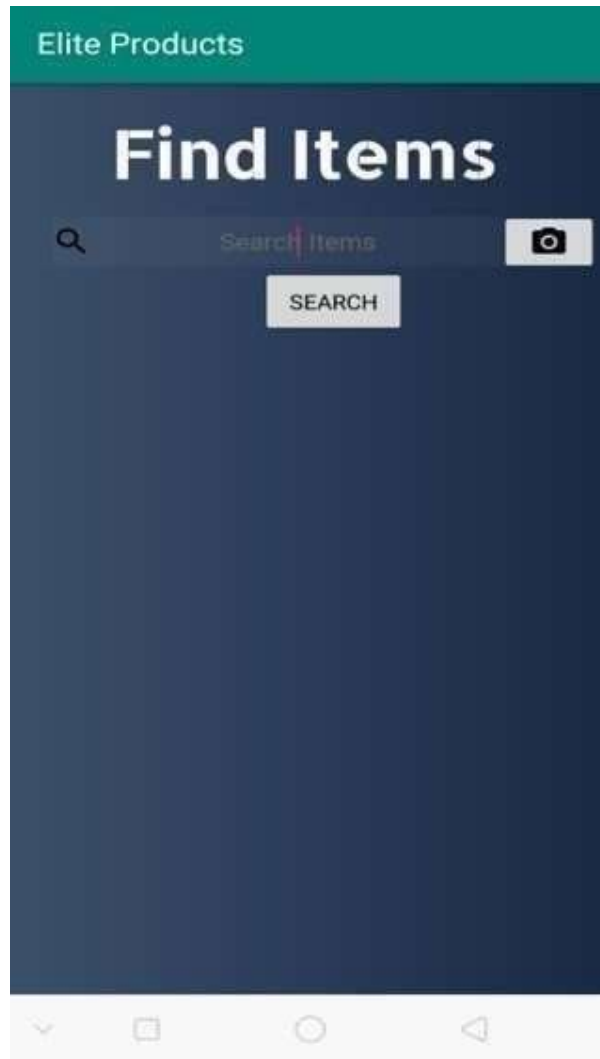
Item to Delete

Code Number

Scan Bar/QR Code

Delete Item





Elite Products

No of Items = 2 Total sum = 100

Item Barcode	8901030708114
Item Name	hdiwne
Item Price	50
Item Category	jshsbe

Item Barcode	8901157045109
Item Name	Onion
Item Price	50
Item Category	Groceries

Database Design:

1. Login/Registration Table:



A screenshot of a web application interface showing a table of users. At the top, there is a search bar with the placeholder text "Buscar por dirección de correo electrónico, número de teléfono o UID de usuario" and a blue button labeled "Agregar usuario". The table has five columns: "Identificador", "Proveedores", "Fecha de creación", "Fecha de acceso", and "UID de usuario". The "Fecha de creación" and "Fecha de acceso" columns have a downward arrow icon. The table contains three rows of user data. At the bottom right, there is a pagination control showing "Filas por página: 50" and "1 ~ 3 of 3".

Identificador	Proveedores	Fecha de creación	Fecha de acceso	UID de usuario
abc@gmail.com		16 ago. 2021	16 ago. 2021	9rRvsgT6WnhjLnqNOVq8UX3J2vx1
grasaddesai1164@gmail.c...		16 ago. 2021	16 ago. 2021	AglwNtF1n02Zx.jpKlotHg4RC32
desaiprthvira153@gmail.c...		7 ago. 2021	16 ago. 2021	Zv9zBtoQABb9ohTmVn6p1ZT91

2. Structure:



Sample code:

JAVA

```
package com.example.admin.augscan;

import android.app.ProgressDialog;
import android.content.Intent;
import android.support.annotation.NonNull;
import android.support.v7.app.AppCompatActivity;
import android.os.Bundle;
import android.view.View;
import android.widget.Button;
import android.widget.EditText;
import android.widget.ProgressBar;
import android.widget.TextView;
import android.widget.Toast;
import com.google.android.gms.tasks.OnCompleteListener;
import com.google.android.gms.tasks.Task;
import com.google.firebase.auth.AuthResult;
import com.google.firebase.auth.FirebaseAuth;
import com.google.firebase.auth.FirebaseUser;

public class LoginActivity extends AppCompatActivity {
    private EditText Email;
    private EditText Password;
    private Button Login;
    private TextView passwordreset;
    private EditText passwordresetemail;
    private ProgressBar progressBar;
    private FirebaseAuth auth;
    private ProgressDialog progressDialog;

    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_login);

        Email = (EditText) findViewById(R.id.emailSignIn);
        Password = (EditText) findViewById(R.id.password);
        Login = (Button) findViewById(R.id.Login);
        passwordreset = findViewById(R.id.forgotpassword);
        passwordresetemail = findViewById(R.id.emailSignIn);
        progressBar = (ProgressBar) findViewById(R.id.progressbars);
        progressBar.setVisibility(View.GONE);
        auth = FirebaseAuth.getInstance();
        progressDialog = new ProgressDialog(this);
        Login.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View view) {
                validate(Email.getText().toString(), Password.getText().toString());
            }
        });

        passwordreset.setOnClickListener(new View.OnClickListener() {
            @Override
            public void onClick(View v) {

```

```

        resetpassword();
    }
});
}
public void resetpassword(){
    final String resetemail = passwordresetemail.getText().toString();

    if (resetemail.isEmpty()) {
        passwordresetemail.setError("It's empty");
        passwordresetemail.requestFocus();
        return;
    }
    progressBar.setVisibility(View.VISIBLE);
    auth.sendPasswordResetEmail(resetemail)

        .addOnCompleteListener(new OnCompleteListener<Void>() {
            @Override
            public void onComplete(@NonNull Task<Void> task) {
                if (task.isSuccessful()) {
                    Toast.makeText(LoginActivity.this, "We have sent you instructions
to reset your password!", Toast.LENGTH_SHORT).show();
                } else {
                    Toast.makeText(LoginActivity.this, "Failed to send reset email!",
Toast.LENGTH_SHORT).show();
                }
                progressBar.setVisibility(View.GONE);
            }
        });
}

public void validate(String userEmail, String userPassword){

    progressDialog.setMessage(".....Please Wait.....");
    progressDialog.show();

    auth.signInWithEmailAndPassword(userEmail, userPassword).addOnCompleteListener(new
OnCompleteListener<AuthResult>() {
        @Override
        public void onComplete(@NonNull Task<AuthResult> task) {
            if(task.isSuccessful()){
                progressDialog.dismiss();
                Toast.makeText(LoginActivity.this, "Login Successful",
Toast.LENGTH_SHORT).show();
                startActivity(new Intent(LoginActivity.this, dashboardActivity.class));
            }
            else{
                Toast.makeText(LoginActivity.this,"Login Failed",
Toast.LENGTH_SHORT).show();
                progressDialog.dismiss();
            }
        }
    });
}
}
}

```

XML

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout
    xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="@drawable/gradient"
    tools:context=".MainActivity"
    android:orientation="vertical" >

    <ImageView
        android:id="@+id/imageView3"
        android:layout_width="252dp"
        android:layout_height="218dp"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="22dp"
        app:srcCompat="@drawable/inventory" />

    <TextView
        android:id="@+id/textView"
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        android:layout_alignBottom="@+id/imageView3"
        android:layout_centerHorizontal="true"
        android:layout_marginBottom="-88dp"
        android:fontFamily="@font/allerta_stencil"
        android:text="Elite Products"
        android:textColor="#FBE9E7"
        android:textSize="45dp"
        android:textStyle="bold" />

    <EditText
        android:id="@+id/emailSignIn"
        android:layout_width="200dp"
        android:layout_height="40dp"
        android:layout_alignBottom="@+id/textView"
        android:layout_centerHorizontal="true"
        android:layout_marginBottom="-65dp"
        android:background="#11000000"
        android:drawableLeft="@drawable/ic_account_user"
        android:ems="10"
        android:hint="User Name"
        android:textColor="#fff"
        android:inputType="textPersonName"
        android:textColorHint="#ffff"
        android:textSize="16dp" />

    <EditText
        android:id="@+id/password"
```

```
    android:layout_width="200dp"
    android:layout_height="40dp"
    android:layout_alignBottom="@+id/emailSignIn"
    android:layout_centerHorizontal="true"
    android:layout_marginTop="22dp"
    android:layout_marginBottom="-50dp"
    android:background="#11000000"
    android:textColorHint="#ffff"
    android:textColor="#fff"
    android:ems="10"
    android:hint="Password"
    android:password="true"
    android:drawableLeft="@drawable/ic_password"
    android:inputType="textPassword" />
```

<Button

```
    android:id="@+id/Login"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignBottom="@+id/password"
    android:layout_centerInParent="true"
    android:layout_marginBottom="-94dp"
    android:background="#172196F3"
    android:text="Login"
    android:textColor="#FFFF"
    android:textSize="20dp" />
```

<TextView

```
    android:id="@+id/forgotpassword"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignBottom="@+id/Login"
    android:layout_centerInParent="true"
    android:layout_marginBottom="-38dp"
    android:textColor="#FFF"
    android:text="Forgot Password ?"
    android:clickable="true"/>
```

<ProgressBar

```
    android:id="@+id/progressbars"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_centerHorizontal="true"
    android:layout_centerVertical="true" />
```

```
</RelativeLayout>
```

OUTPUT DESIGN

1. Registration:



2. Login:



3. Product Details:

The screenshot shows a mobile application interface for 'Elite Products'. The title 'Product Details' is prominently displayed in large white font on a dark blue background. Below the title, there are four input fields with labels: 'Product' (value: butter), 'Category' (value: derry), 'Price' (value: 28), and 'Number' (value: 9781911223139). Each field has a light blue underline. Below these fields are two buttons: 'Scan Bar/QR Code' and 'Add Item', both with a light gray background and dark text. The top of the screen has a green header bar with the text 'Elite Products' and a hamburger menu icon. The bottom of the screen shows a standard Android navigation bar with back, home, and recent apps icons.

Elite Products

Product Details

Product butter

Category derry

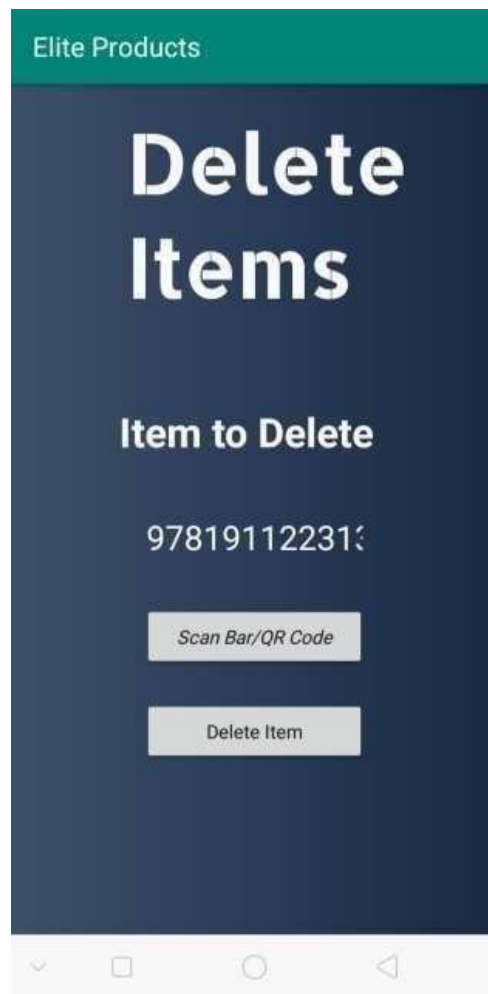
Price 28

Number 9781911223139

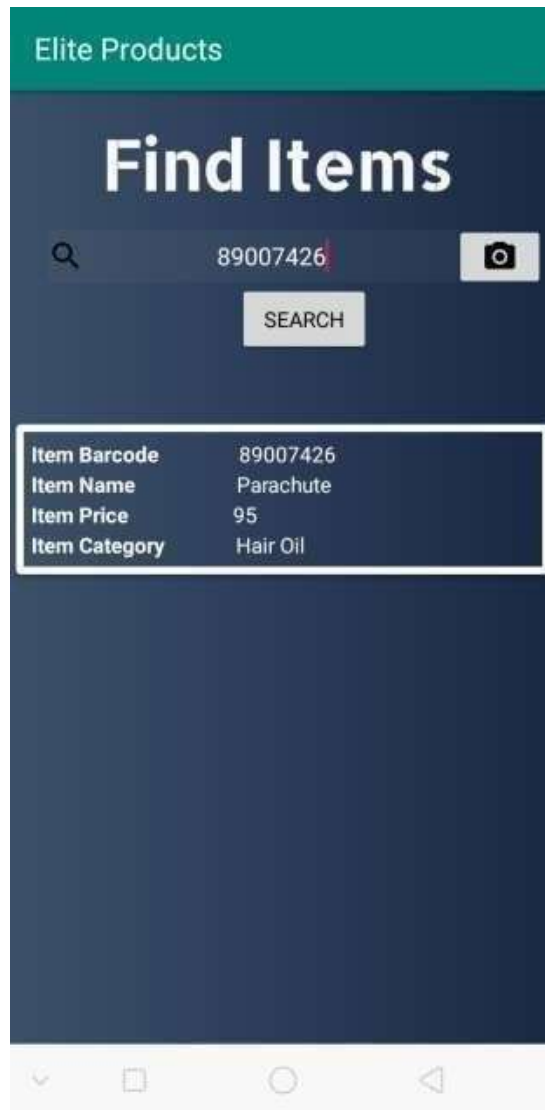
Scan Bar/QR Code

Add Item

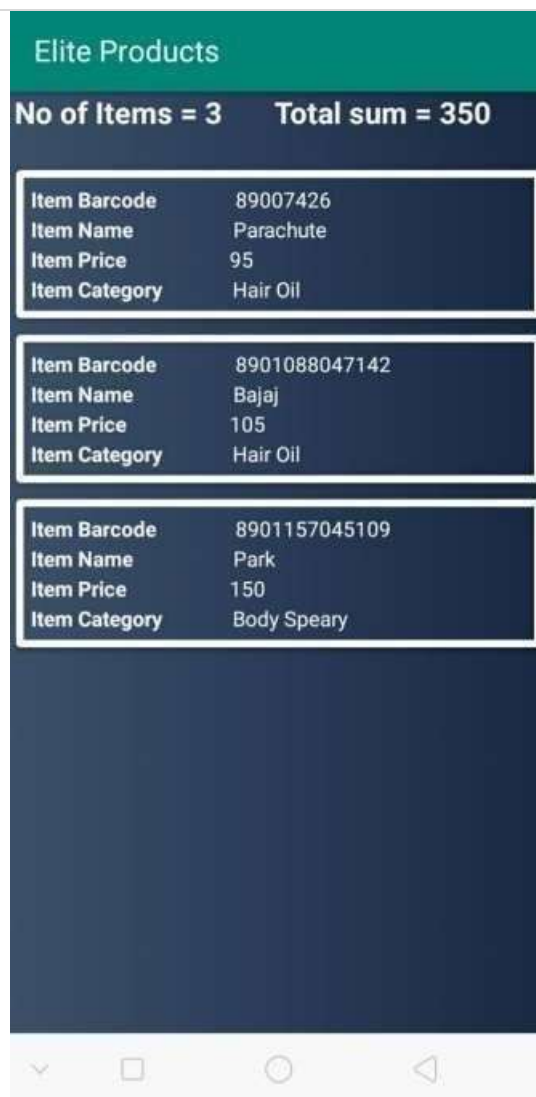
4. Delete Items:



5. Find Items:



6. View Items:



4 : USER MANUAL

4.1 User Manual

End Users:

- No specific knowledge or skills are required from the End user.
- End user should have basic idea about computer operations and database.

Administrator:

- Administrator must be having good knowledge of database management system.
- Administrator must be capable to manage user rights.
- If the network connection does not work properly then our system should not work as intended.
- This system will not take care of any virus problem, which might occur system. Avoiding the use of pirated software and ensuring that floppies and other removable media are scanned for viruses before use could minimize the possibility of viral infection.
- Recovery of data after a system crash will be possible only if backups are taken at regular intervals.
- Manual interfaces cannot be fully avoided. Documented proofs like data entry of employees etc. will have to be verified by the concerned management staff before entering it into the computerized system

4.2 Operational Manual / Menu Explanation:

Login:

This page is used to login the user in Elite Products. For this user has to enter with the proper id, password and select his/her Role then only user get Home page otherwise he will get error message as “Login fail...!!!”.

User Registration:

When new user does not have account then through this page he can register himself to the system. The user has to just do one thing that fill all details on registration form. Also every entry should be unique so that the problem of duplication is avoided and there no user with same details in the database.

Change Password:

When user wants to change his password then he is transferred to this page. Here he has to enter user id and has to enter old password then new password then again enter new password for confirmations then click “SAVE BUTTON” .then you get message “Password change successfully...”

User Registration Form:

This Form contains the Registration details.

Step1: Click on Create User menu.

Step2: Enter all details as per the form fields.

Step3: You can see the user registration form in tab format i.e. Personal information, Mail ID Step4: Hear you can continuously fill all tabs then click on “Submit Button”

For Submit form..

Step5: Reset Button for clear all fields of form...

Reports

This module helps to generate the administrative reports like the Home Information Report, User Registration Report.

Performance requirements:

- ❖ The overall system should be fast and error free.
- ❖ It should have built in error checking and correction facilities.
- ❖ The system should be able to handle large amount of data comfortably.

Design constraints:

- ❖ The system runs under Android Device.
- ❖ The application is developed on Android Studio platform.
- ❖ XML is a Front End and Java as backend and Google Firebase as database.

Reliability:

In order to ensure reliability, this system is being designed using software that is established to be stable and easy to use.

Availability:

This system is designed to run 24/7 and be readily available to the user.

Security:

The access to the software is given only to valid operators. We need a specific Username and Password to get access to the software

5 : Drawbacks and limitations

- It is not user friendly.
- In manual system it is difficult to access required information.
- It is time consuming
- There is no on-line facility for “Elite Products”
- The format of date is must be “dd/mm/yyyy” **e.g. 08 Mar 2022**

6: Proposed Enhancements

As we know that life is not static rather it is dynamic, therefore change for betterment is a must. Hence in every system there should be scope for improvement. Growing and prospecting is a part of mature. Sticking to our statement we also have kept scope for future enhancement of the system, the system can future be enhanced to database system, in which data can be accessed by different users of different departments. The database of different department can be made available to other departments, so according to this point of view we have not developed our project, which can be the limitations of our project

Future Enhancements:

The system is developed by considering present need.

This system has few areas where the improvement can be

- Database is to be provided by the mean of which user can directly backup though floppy drive or through CD.
- More mutual benefit schemes can be implemented.
- And also provide On-line facility for “HOME DISCOVERY SYSTEM”
- We can create this software as the client-server multiuser software.

USER GUIDELINE

Master Activity:

Here the activity is selected and click on it. Then activity will open.

❖ Master Details

Here 5 master activity as Login or Resister, Add Items, delete Items, Find Items, View Items.

- Login or Resister: It contains Users Name, Email id.
- User Registration: It Contains User ID, User Name, Create Password, confirm Password and Branch Name
- Add product: It contains Product Name, Product Category, Product Price QR Code/Bar Code.
- Delete Product: It contain only QR Code/Barcode.
- View Product: It contain search option.
- View inventory: User can view inventory.

❖ Buttons

1. Login
2. Register
 - a) Sign In
3. Add Items
 - a) Scan QR Code/Barcode
 - b) Add Items
4. Delete Items
 - a) Scan QR Code/Barcode
 - b) Delete Items
5. Find Items
 - a) Scan QR Code/Barcode
 - b) Search
6. View Items

7: Conclusion

The present world of technology where computer has become the prime necessary of each and every field. Computers and software developed by the software development team gives as easy way to handle all the manual work in a very correct and efficient way. Reports are provided that present proper documentation of the specific type of records. The string is developed help to insert, view, update and report various records in the database. The string are developed are flexible and can be directly put into use into all company officers by making manor or no change. The package developed “HOME DISCOVERY SYSTEM” will prove to the best for keeping records. All they are reports generated by the system are cross checked with the manual system, performance of the system was ok.

8: Bibliography

Following books were helpful to us in building and understanding the concepts. Also these books proved to be of great importance during the actual development i.e. Design & coding of the System:

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